

APR 23 2007

ATTACHMENT TO APPLICANT INITIATED INTERVIEW REQUEST FORM

Application No.: 10/650,004

Applicant: Daniel J. Gazdic, et al.

Filed: August 27, 2003

Title: Gaming Machine With Simulated Artificial Intelligence Feature

Art Unit: 3714

Examiner: Meagan Thomasson

Docket No.: 247079-000226USPT

Proposed Date of Interview: April 25, 2007 – 4 p.m. (eastern time)

Draft of Proposed Amendments for Claims 1 and 16 for Discussion Purposes Only

1. (Currently Amended) A method of conducting a wagering game, comprising:

receiving a wager to play the wagering game;

randomly selecting an outcome from a plurality of outcomes;

defining a plurality of movable objects that are ostensibly similar;

assigning different behavior types to the respective objects such that the objects behave differently from each other, each behavior type including a plurality of behaviors, and wherein for each of the plurality of outcomes, the respective objects are capable of being assigned different ones of the behavior types; and

for each object, displaying the plurality of behaviors associated with the behavior type assigned to the given object.

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16. (Currently Amended) A method of conducting a wagering game, comprising:

receiving a wager to play the wagering game;

randomly selecting an outcome from a plurality of outcomes;

defining a plurality of movable objects;

defining a plurality of possible behaviors;

for a given one of the objects that indicates the randomly selected outcome, assigning probabilities to the respective possible behaviors and selecting one of the possible behaviors based on the assigned probabilities; and

displaying the selected behavior for the given object.

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